

PIRATES OF THE BARBARY COAST

Action, adventure and derring-do on the high seas



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CAPTAIN'S LOG

On returning to the ship from business in the port, I was informed that my ship was raided, and my daughter Katherine has been kidnapped by Bloodthroat the Pirate. He demands a ransom of 50,000 pieces of gold within thirty days or he will sell her into the harems of the Coast. Now I must raise the ransom, and try to rescue my beloved Katherine. Welcome, Captain, to Pirates of the Barbary Coast, a strategy/action game based on the days of the pirates around the coast of Africa. You will need to trade goods in the ports to raise the sum necessary to ransom your daughter. On your voyages between the ports, you will often be attacked by other pirates. You can choose to fight these battles, or run from them. If you are able to sink the pirate ship, you may board it to either read the captain's log or take his accumulated booty.

The captain's log may contain information about which goods are getting good prices where, or where they can be bought cheaply, or it may give clues to the location of Bloodthroat's hideout. The accumulated treasure on the ship may be small or large. You decide what to do.

In port, you may sell your cargo, buy new cargo, repair the battle damage on your ship, or buy supplies or hire crew at the general store. You may also bribe the storekeeper for trading information or clues.

The treasure is located on one of the islands, as is the hideout of Bloodthroat. When you think you're ready, sail to the islands to hunt for either or both. But be prepared!

LOADING INSTRUCTIONS Atari ST

Make sure you are in Low Res mode (the README files should be read in Medium Res), then double click on **PIRATES.PRG**. Use the time between scenes to make notes on the trading values you've discovered, any clues you might have gained, and the strategy you intend to use. There is more to **Pirates of the Barbary Coast** than you might at first suspect, successful trading has always paid off best for those who remember what other people forget.

LOADING INSTRUCTIONS: Atari

Be sure all cartridges are removed from the computer. Turn on the disk drive, insert the disk, and turn on your computer. If you have an XL or XE with built-in Basic, hold down the **OPTION** key while turning the computer on. The program loads and runs automatically. Use the time between scenes to make notes on the trading values you've discovered, any clues you might have gained, and the strategy you intend to use. There is more to **Pirates of the Barbary Coast** than you might at first suspect, successful trading has always paid off best for those who remember what other people forget.

LOADING INSTRUCTIONS: C 64/128

If you have a Fast Load cartridge, we recommend its use. Turn on the computer and the disk drive, and insert the program disk. Type **LOAD:"",8**. If you are using the Fast Load, the program will boot automatically. If not, type **RUN** when the **"READY"** prompt appears. Use the time between scenes to make notes on the trading values you've discovered, any clues you might have gained, and the strategy you intend to use. There is more to **Pirates of the Barbary Coast** than you might at first suspect, successful trading has always paid off best for those who remember what other people forget.

CHOOSING YOUR OPTIONS

In most scenes, you have many options. To **SELECT** an option, use your joystick to move the arrow around the screen until it rests on the item or function you want. Then press the fire button to **SELECT** it.

LOADING THE CANNON

In the regular sea battles, you may only fire your cannons one at a time. If you decide to engage Bloodthroat in a battle, you may broadside him. But before you can fire your cannons, you must load them. This you do the same way the sailors on the actual ships did—put in the powder, tamp it down, put in the ball, and brush out the barrel. To be precise.

SELECT "LOAD"

SELECT THE CANNONS YOU WISH TO LOAD by **SELECT**ing each number in turn. (They will turn light blue when **SELECT**ed).

SELECT on the following **IN ORDER**:

POWDER—hanging just to the right of the cannon.

CANNON—in the area just below the railing.

PUSH ROD—hanging next to the powder.

CANNON—in the area just below the railing.

BALL—the bucket sitting to the left of the cannon.

CANNON—in the area just below the railing.

BRUSH—hanging to the left of the cannon.

CANNON—in the area just below the railing.

If you didn't miss anything, the cannon indicators will turn green to indicate they are loaded. If that doesn't happen, **SELECT "UNLOAD"** to clear, and then **"LOAD"** and start over. With a little practice, you'll get the hang of it.

TO FIRE CANNON:

SELECT your elevation by **SELECT**ing the up or down arrows. **SELECT** the cannon you wish to fire by moving along the deck with the left and right arrows. The number of the cannon you are at will be a different color than the rest.

SELECT "FIRE". The fuse will burn and the cannonball will sail across the screen. Hits and misses, long and short, will be indicated on the right top of the info line. If your shot is too long, lower the elevation on your next shot. If it's too short, raise the elevation.

If you hit the other ship hard enough and often enough, your first Mate will alert you that the other ship is going down and can be boarded. If you board the ship, you can fetch either the information from the Ship's log or seize its booty. You won't have time for **BOTH**, so choose wisely.

If you choose not to fight, you may **SELECT "FLEE"** to leave the scene.

THE FINAL BATTLE WITH BLOODTHROAT

If you find Bloodthroat while cruising through the islands, the first Mate will alert you by saying "Someone's here!" Should you choose to enter that lagoon, it's unwise to do so without having all available cannon loaded. If necessary, go back out to sea (by **SELECT**ing another destination), and load all available cannon on the return trip.

Once you enter the lagoon, Bloodthroat will confront you, asking whether you came to pay or fight. If you haven't enough gold, you'll have to fight. Shoot as quickly as you can to find the right elevation. Once you find it, **SELECT "BROADSIDE"**, and hope you were fast enough and strong enough to win.

OTHER HINTS

Remember to keep your crew fed! This requires 1 unit of rations per man per day. If you have, say, 30 crewmen and you set out on a 7 day sail, you will need 30 x 7 units of food to keep them alive. When you have some money to spend, stock up on food! Also remember that you need at least 16 crewmen to run the ship.

If you happen upon an island that matches your treasure map, you might choose to search it and try to find the treasure. Hints as to its location might be obtained from sea battles or by bribing a storekeeper. There will be a number of spots where it might lie, each marked with an "X". **SELECT** the one you want to try, but beware!

The Master Traders were quite wise, they were always looking to make their best profits, based on the demands for the various items they dealt in. Such demands changed quite frequently in those days. Once the word got out that certain items were bringing high prices at certain ports, many people would try trading them there. Eventually, there would be a glut in the market and prices would fall.

You can't both **BUY** and **SELL** the same item in the same port. You can do one or the other, but not both. Also, remember, **PRICES CHANGE!**

Best of Luck, Captain!



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